Qld's Leading Computer User Group Newsletter

CURSOR

Commodore-Amiga Computer Users Group Qld Inc.

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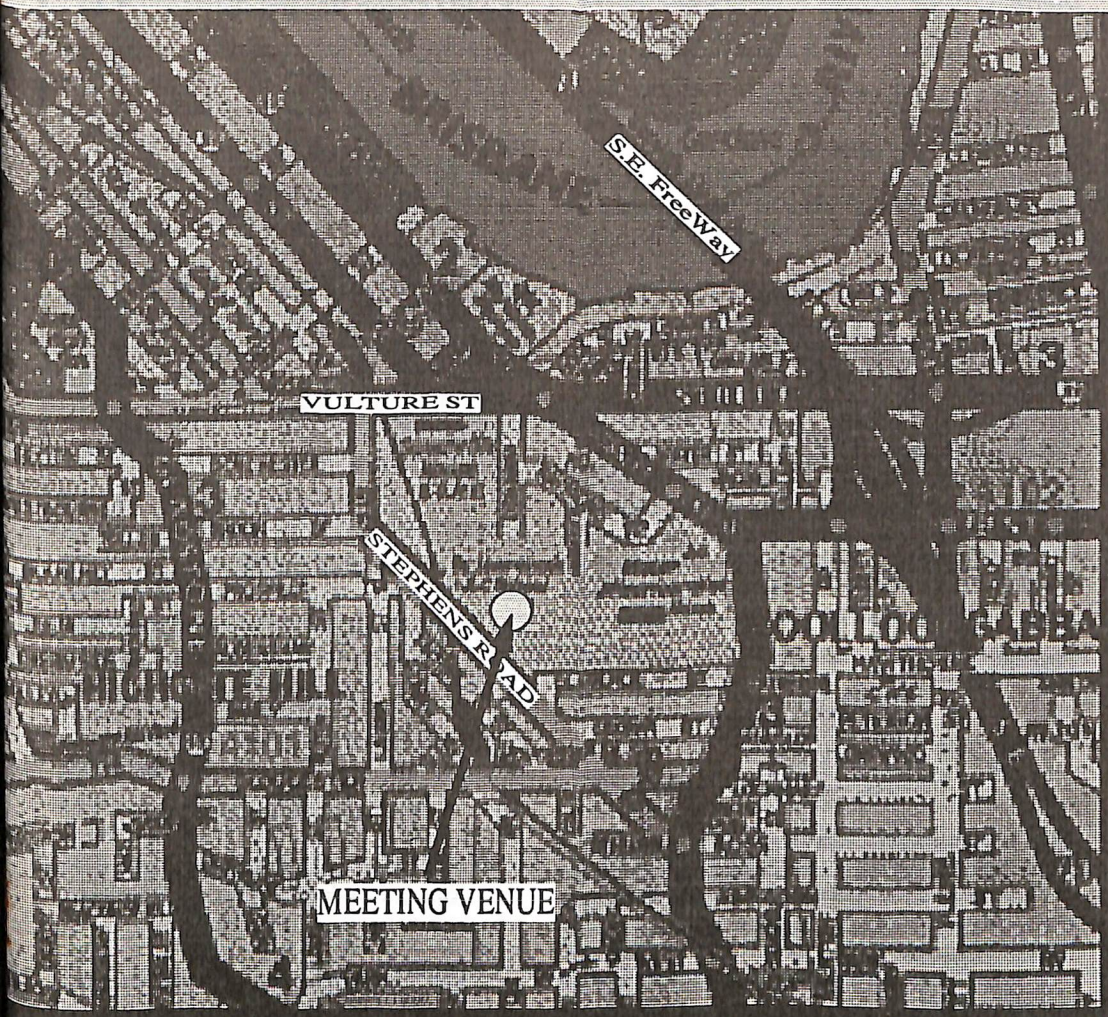

Next Meeting - Tuesday 2nd November
St Laurence's College, South Brisbane
Libraries & Sales 7pm
Meeting & Demonstration (promptly) 8pm
Visitors Welcome!

intel outside ™

MANAGEMENT COMMITTEE

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Phil Guerney **Ph. 378 9756**
SECRETARY
Gordon Wright **Ph. 299 7709**
TREASURER:
Ken Clem **Ph. 287 3698**
LIBRARIAN:
Steve Knight **Ph. 074 468 469**
NEWSLETTER EDITOR:
Richard Carde **Ph. 300 6315**

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AMIGA COORDINATOR:
Robert Googe **Ph.288 8863**
8-BIT CONVENOR:
Doug Maclurkin **Ph. 350 4034**
C64 WORKSHOP COORDINATOR
Rod Watson **Ph. 857 6131**

BBS

Line #1 300-9600 baud **Ph. 300 6357**
Line #2 300-2400 baud **Ph. 300 6356**

SYSOP:
Richard Carde **Ph. 300 6315**

The BBS is part of the FidoNet (Node No. 3: 640/304), and AmigaNet (Node No 41:400/304) Network it can be accessed by members at 300 - 9600 bps, using 8 data bits, 1 stop bit and no parity.

Mailing Address:
The Secretary
C.C.U.G.(Q). Inc.
P.O. Box 274
SPRINGWOOD QLD 4127

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CONTENTS

Management Committee	2
President's Patch	3
Editorial	4
Librarian's Report	5
BBS News	6
Amiga News	7
Connecting a CD-ROM	7
Wits Corner	10
SEQ Comp Repairs Ad	11
Music Charts	12
Kingfisher - a review	13
Parcom Ad	15
Noticeboard	16
Imaging Technology Ad	17
Synapse Computers Ad	18
C64/128 News and Views	20
C64 services	21
Imaging Technology - a visit	22
Amiga PD	23
Audio/Video Ad	24
Network News	32
Commodore Ad	34
CCUGQ Services	35
Application Form	36

MAIN MEETING

The next Main Meeting will be held on
Tuesday 2nd November at 7pm

St Laurence's College
82 Stephens Road, South Brisbane
(ample parking available on the grounds)

WORKSHOP MEETING

The next workshop will be held on
Sunday 14th November at 12-4pm

Ithaca R.S.L. Hall
Cnr Nash & Elizabeth Streets, Rosalie

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PRESIDENTS PATCH

Phil Guerney

Our new main meeting venue pleased everyone. At least that is what they told me as I couldn't get there due to a work trip. The library had a cosy home in the wings of the stage, the 8-bit group had a classroom to themselves, the PD sales went ahead at the foot of the stage and the main theatre had plenty of good seats. The only unfortunate point was that Gordon Wright found that he couldn't give us a demonstration of Animatrix because the program didn't do what it was supposed to do without crashing.

That leads in to this sore point. It is a basic requirement for the club to provide a solid line-up of good demonstrations at main meetings and this is becoming hard to do, as has been clear by a few lacklustre nights in the last year. There are two problems; finding the subject and finding the presenters. The subject was not a problem a few years ago when every type of program was new and interesting. Whether it was a paint program, an astronomy program or a desk-top- publisher it was often the first of its type that home computerists had a chance to play with and demonstrations of the capabilities of the program, and tips on the best way of using them, resulted in several hundred people turning up at Bardon. Now we are blasi about most new releases as they only add bells and whistles to the features we are familiar with. A few new program types have appeared due to the horsepower of the newer computers, such as ray tracers, 3D modellers and 24-bit colour systems, but how many times do we want to see a demo of Real3D and Opalvision?

However, finding presenters is still the main problem. I really do not mind seeing two demonstrations in one year of one program if the presenters are skilled in its use and are reasonable communicators. Where are these people? We have never had too many in the club itself, but someone would know someone else who would do the job.

So, if you know of anyone who uses the Amiga professionally in some aspect, or is just a skilled and effective user of a particular program, then try to persuade them to speak to me about doing a main meeting demonstration. Such people may be teachers, software developers, artists, TV technical people, video and multimedia producers, DTP bureaux, hardware designers, or you.

Anyway, the next meeting, November, should not be a problem. The demonstration will be of the long-awaited new paint/animation program Brilliance. Anyone who has seen any issues of Amiga World or Amazing Computing for most of the last year could not have failed to see the full page colour ads that have been running for ages. At last the program is on the shelves and it actually does seem to be better then DPaint in almost all respects. Come along and see it demonstrated by Ivan Rostas of Audio Video.

The Fish 1-900 CD-ROM (by Hypermedia) I mentioned last month have been ordered and we were able to get them at just $A35 each this time. There may have been a problem with delivery from Fred which I am trying to resolve; as of today (one month after ordering) they have not arrived. When that is resolved, we can order more in batches of 4 for the same price (or $40 posted) if the $A doesn't fall further, so contact me to get in on the next batch.

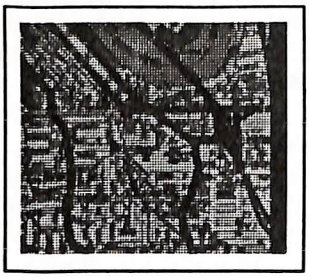
Also last month I had a response from a member wanting to help the kid on the Gold Coast with muscular dystrophy. Thank you. No one else has suggested following this further locally. I'll keep waiting.

Regards

Phil Guerney

Front Cover

The front cover is a map showing the location of our new meeting venue, in South Brisbane.



Many thanks to Keith Antoine for scanning this image on his A4 flat-bed scanner.

EDITORIAL

by Richard Carde

First of all, an apology for the proof reading, or lack thereof, of last month's Cursor. A special apology for the 8-bit contributors Gary Makin and Doug Maclurkin. A technical problem caused their text to be somewhat garbled. All should be ok for the remainder of the year.

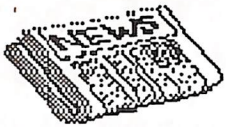
Everyone seemed pleased with our new meeting venue. I must admit that I was somewhat surprised at the quality of the venue. The only two things that are differnet with this venue as opposed to the Bardon one, is the lack of projection screen and large monthly bill. Congratualtions to the committee on finding the new venue.

This month's Cursor has a few contributions from members. Thanks to all who contributed. I think it's good to see some local content in Cursor from time to time. Let's hope more of you contribute in the furture. Overall, a thin Cursor this month with a lack of exciting/interesting news from the Net and no more Fish Disk listings.

I must appologise for my absense from last month's workshop. This month I will be attending the meeting and hopefully we can hold a special meeting for everyone who would like to see what's involved in producing Cursor and maybe help to produce it.

Richard Carde

LIBRARY REPORT



Steve Knight

This is my first report for the Commercial Library, so I will take the opportunity to explain my philosophy regarding the library.

I believe that our Library is a very valuable asset, worth far more than it's actual money value would indicate. It is a source of reference that cannot be replaced, as some of the items in the library are no longer available. I believe that we should ensure that the Library is kept in good condition, and I believe that as many items as possible should be available for members to borrow as often as possible.

I have just recently taken charge of the collection of software, hardware, books and magazines that make up the Library and I must say that I am disappointed at the state of disrepair of some of the items. Of even more concern is the large number of items that are **VERY** overdue. But at least I know who has those items, unlike the items that are simply missing.

I will be making as much of the library as possible to as many members as I can so I'll list a few points to be considered if you are borrowing from the library.

1. Anything you borrow is your responsibility. If it is damaged or lost you WILL be expected to replace it. If the packaging is damaged, please repair it.

2. If you wish to borrow from the Library you must be a paid up LIBRARY member. If you have not paid the additional $10 library fee for this year do not expect to borrow. And yes I DO have a list of the current members.

3. If you cannot get to the next meeting to return an item, you are expected to get the item back some other way. I can be contacted by phone, mail, or on the BBS, so if you can't get to the meeting please contact me beforehand and organise something.

4. The change of venue means that the Library has to be transported to and from the meeting place each time. It is not physically possible for me to do this, so at the moment I will be restricting the items available. All the software and hardware will be available, but none of the books, and only the last 6 months of each current magazine.

If you need any of the other magazines or the books, please contact me and I'll get them to you.

As you can see it pretty much common sense, and if everyone uses a bit of care and thought, the Library will continue to be the valuable asset that it should be. However anyone who doesn't do the right thing can expect no sympathy and I will have no hesitation in withdrawing their borrowing rights.

Finally thanks to the people who

recently donated items to the Library, and also to the people who posted borrowed items back to me. Greatly appreciated. And a plea to everyone to check closely as to whether you might have some items (or parts, such as instructions or dongles) from the library still in your keeping.

A great many items are either not usable because parts such as dongles, disks or instructuins are missing, a some items are simply missing completely.

I can be contacted by phone on:

(074) 468469 at home, or
(074) 410349 at work.

If you prefer to post items to me, my postal address is:

Steve Knight
CCUGQ Librarian
P.O. Box 418
Nambour 4560

Or leave me a message on either the club BBS or Club 64 BBS.

See You At The Meeting.

Steve Knight

WANTED
Articles
for
"Cursor"

BBS News

Richard Carde

The BBS has been running smoothly for the past 6 months. The only problems being associated with the modem on line 2 answering at 1200 naud instead of 2400. For now, a 9600 baud modem has been placed on line 2. This means that both lines are running 300-9600 baud.

Other changes to the BBS have allowed for a greater amount of file space being available for new files. Over the next month or two, we should see an increase in new files.

By next month, the BBS should be connected to ADS which is the Amiga software Distribution Service where we automatically receive files from all over the world, at a cost of $40 per year.

We now have two point systems running off out BBS. Pointing is a way of reading FidoNet and AmigaNet conferences on your own system, without needing to stay on-line for long periods of time. You just pickup the mail in packets, just like the BBS does, and it unpacks them and you can read all the mail at you leisure on your own machine. Anyone interested in becoming a POINT, should cantact me on 300 6315 or leave mail on the BBS.

That's all for now...

Richard Carde

Connecting a CD-ROM to your Amiga

by Robert Googe

One of the most prevalent mass storage systems about at the moment is CD-ROM. The CD-ROM discs look just like your average music CD's and can store over 600 megabytes of uncompressed data.

I had been interested in CD-ROMs since I had first heard of its existence but due to the high cost of the drives and software and the limited number of titles available for the Amiga, I had held off investing in a drive for quite a while. Luckily, things have changed. The drives are becoming relatively cheap and so is the software.

Back in July I was lucky enough to make it to the World of Commodore show in Sydney, I had been trying to get to the show for several years. I was warned that the show is often an extravaganza of super special deals on Amiga hardware and this year appeared to be no exception. I had already decided to buy an Amiga 1200HD, if the price was right, to replace my ageing A500/590 combination but the first thing to catch my eye was the Don Quixote Software stand (down from Toowoomba) selling CD-TVs and A570 CD-ROM drives for the A500. It was quite an advertising ploy, offering a replacement A500 power supply for $199 with a free A570 CD-ROM drive thrown in! As you may have guessed, the power supply used for the A570 is identical to the one used for the A500.

After doing some quick thinking and a little conversing with my financial controller back at home (my wife - who else!) I decided that if I did buy the 1200 the old A500 would not be worth a lot as a second hand unit, you just have to look a the Trading Post to see that. So a plan was formed - I'd buy a 1200HD and an A570 for the old '500 at home and run them side by side. The prices were good - I paid $850 for an A1200 with 40MB hard drive thanks to my madly bartering brother who traded between the two major retailers at the show - Brashes and Harvey Norman - to drive the price down. I was then off to hand over around $200 for the A570 and two CDs. After making the purchase and getting the lot home safely (I always feel that FRAGILE stickers mean 'kick it a little harder' but the airline concerned was very gentle with my new acquisitions).

With all the problems that were associated with the first batches of A1200s, it was with a little trepidation that I powered both items up to find that they were both operating alright.

The A570 works very well with the A500 and basically turns the combination into a CDTV. The CDTV and A570 accept specific CDTV titles as bootable software under AmigaDOS V1.3 and can also read CD titles under the ISO 9660 format when booted as a

standard Amiga with a Workbench floppy disc. The ISO 9660 is the data format most all current IBM CD-ROM discs and other software are written under, with the exception the Apple/Mac CD format. With CD-TV titles the A500 transforms into a CD-TV and CD-TV based titles such as Simcity or Lemmings can be run. If you boot from a Workbench floppy disc, the CD drive becomes device CD0: and you can access it as you would any other drive on the system - with the enormous amount of data on one CD it is not advisable to do a 'dir opt a' as you may be there for a while watching directory after directory scroll by. I generally use the A500/570 combination in the ISO 9660 mode and boot from a floppy disc.

Maybe a little info on the A570 may not go astray for you techno-buffs out there. At the WOC (World of Commodore: it should be WOA, World of Amiga, as that was 95% of what was there) I talked to some of Commodore's technical people - at least I assumed they were, as they knew more than I did! After being directed to the A570 expert(!?), I was told of some of it's specifications. The A570 itself is based on the 2091 hard disc controller card for the A2000 with a little CD-TV circuitry thrown in. The CD-ROM mechanism is interfaced as some sort of Commodore hybrid IDE/SCSI interface and could not be used on a standard SCSI interface, that certainly took the wind out of a few people who were hoping to buy the A570 for its CD-ROM drive alone. There is a 40 pin memory expansion slot for a one or two megabyte CD-TV/A570 memory cartridge, which, I'm told, are pretty rare and expensive. There is also provision for a SCSI interface (costing around $200), apparently the DMA interface is there but the SCSI chip was not included in the design of the board.

Initially, my main interest was the Fred Fish collection of public domain software on CD-ROM and the connection of the A500/570 combination to the A1200 via Parnet or similar. That is pretty much what I have running at the moment. The A500/570 are sitting on my right and connected to the A1200 via a Parnet cable. Parnet is a network implemented by connecting the parallel printer port of both machines and running the appropriate software. When the A500 boots from its floppy disc into AmigaDOS 2.0 it sets up Parnet and establishes itself a unit 0 on the network. If I choose to access the CD-ROM from the A1200, I execute a script that establishes connection from the A1200 end to the A500. The CD is then treated as a directory of the device NET: and can be fully accessed by the A1200, the only trade-off is a low transfer rate (a little faster than floppy disc but a LOT slower than the hard disc!!).

The two CDs I mostly use are:

1. "The Fred Fish Collection o CD-ROM" V1.6 by Hypermedia Concepts, containing Fish discs 1-800. The ROM is good and contains the Fish collection in directories, each disc occupies its own directory and opening it is as if you accessed the Fish disk in your floppy drive. The disc is bootable and contains Parnet for use as described above, Kingfisher and the Fisherman, which are both Fish disc databases that let you look up specific programs or areas of interest. Cost $60-80 depending where you shop. Stockists: Don Quixote Software - Toowoomba

2. "Aminet CDROM" this is over 600Mb of files from the worldwide Aminet network and is packed with useful bits and pieces.

Here is the README file from the Aminet CD-ROM:

This CDROM contains the Aminet archive from the Internet. The Aminet is one of the largest and most comprehensive collections of Amiga software.

This disc also contains the AB20 collection, and the Usenet news groups comp.sources.amiga and comp.binaries.amiga. The AB20 collection and Usenet files will not be included in future editions of the Aminet CDROM.

==========

Here is a list of some important files and directories on this disc:

readme	This file
tools/	Ready-to-use archive programs
ab20/	The AB20 collection
i_ab20	File descriptions for ab20/
aminet/	The Aminet collection
i_aminet	File descriptions for aminet/
i_short	File descriptions for aminet using 8+3 filenames
aminet/biz/	Business
aminet/comm/	Communications
aminet/demo/	Demos
aminet/dev/	Developer software
aminet/disk/	Disk tools
aminet/game/	Games
aminet/gfx/	Graphics software
aminet/hard/	Hardware related
aminet/info/	Site information
aminet/misc/	Miscellaneous
aminet/mods/	Music modules
aminet/mus/	Music software
aminet/os20/	OS 2.0 and above
aminet/os30/	OS 3.0 and above
aminet/pix/	Pictures
aminet/text/	Text related
aminet/util/	Utilities
usenet/	Usenet archives
i_usenet	File descriptions for usenet/
usenet/binaries/	comp.binaries.amiga
usenet/source/	comp.sources.amiga

==========

Many of the files on this disc are archived using LHA, LZH or ZOO.

There are several useful programs for dealing with these archives in the directory aminet/util/arc and in ab20/archivrs.

Also, in the tools directory are a number of popular archiver/dearchivers that are ready to use and that will decompress many of the files on this disc.

==========

If you have access to the Internet, you can access Aminet at several sites:

Switzerland	amiga.physik.unizh.ch
130.60.80.80	pub/aminet/
Switzerland	litamiga.epfl.ch
128.178.151.32	pub/aminet/
Scandinavia	ftp.luth.se
130.240.16.3	pub/aminet/
Germany	ftp.uni-kl.de
131.246.9.95	pub/aminet/
Germany	ftp.uni-erlangen.de
131.188.1.43	pub/aminet/
Germany	ftp.cs.tu-berlin.de
130.149.17.7	pub/aminet/
Germany	ftp.th-darmstadt.de
130.83.55.75	pub/aminet/
Germany	ftp.uni-paderborn.de
131.234.2.32	pub/aminet/
USA	ftp.wustl.edu
128.252.135.4	pub/aminet/
USA	merlin.etsu.edu
192.43.199.20	pub/aminet/
USA	oes.orst.edu
128.193.124.2	pub/aminet/
Australia	splat.aarnet.edu.au
192.107.107.6	pub/aminet/ (*)

(*) closed 6:30am to 4pm weekdays

==========

The Aminet CD-ROM is fully guaranteed. If you are dissatisfied with this product for any reason, you can return it for a full refund.

If you have any questions about this CD-ROM, or if you would like a catalog of other CD-ROM titles, please write or call:

Walnut Creek CDROM
1547 Palos Verdes Mall, Suite 260
Walnut Creek, CA 94596
USA

+1 800 786-9907
+1 510 674-0783
+1 510 674-0821 FAX

Email: info@cdrom.com

As you can see there is quite a bit of information crammed on this CD, the majority of files are compressed with LHA (.LHA) and a few with Disk-masher (.DMS). The best part of all was the cost: $40 - a bargain!

Well that's all for now, I hope to write some more on this subject if enough interest is out there. Maybe an article on the use of Parnet and other reviews of CD software.

If you have any questions then catch up with me at one of the meetings (preferably) or give me a call at home.

Robert Googe

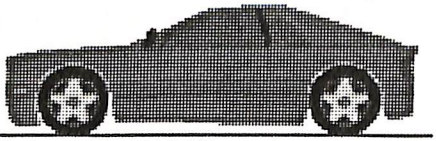
[A limited number of the Aminet CD's are available from David Tucker at $25.00. He can be contacted on 018 071 999 - Ed]

WITS CORNER

by John Trinkar (aka Witty Willy)

QUESTION A man goes to visit his friend, thirty miles away. He doesn't mind speeding, so he travels at 60 miles per hour and arrives in half an hour. On the way back, however, he has a little trouble with his car, and it takes him an hour to reach home.

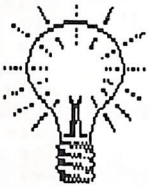
WHAT WAS HIS AVERAGE SPEED FOR THE TRIP?



ANSWER 40 miles per hour. (The answer is not simply an average of the speeds! Add the distances and then divide that by the total time taken.)

QUESTION You are in a country where there are only liars and truth tellers, and they cannot be told apart by sight. You set out on a dangerous trip, because there is a fork in the road that can lead either to a crocodile swamp, or safety. When you reach the fork, the sign-post is gone, but there are two men standing there. You know that they will answer only ONE question between them.

WHAT QUESTION CAN YOU ASK EITHER OF THEM THAT WILL TELL YOU WHICH ROAD IS SAFE AND WHY?



ANSWER You ask either man: "***What road would the other man tell me was safe?***" and you would take the **OPPOSITE!** *BECAUSE*, if you ask the liar, he will tell you the unsafe road, because the truth teller would have pointed out the safe road. If you ask the truth teller, he will tell you the truth, that the liar would have named the unsafe road. In either instance, you will be told to take the unsafe road, and therefore you take the other one.

WHEN THE CHIPS ARE DOWN
IT'S TIME TO SEE

Tony May

Tony and his team of skilled technicians are the people to see for all Commodore Warranty & Non-Warranty repairs

A500 512K RAM EXPANDER WITH CLOCK ONLY $50

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AMIGA Specialist

South East Qld Computer Repairs

Shop 4 / 32 Brisbane Road, Bundamba Q4304
Telephone (07) 816 1588

MUSIC CHARTS

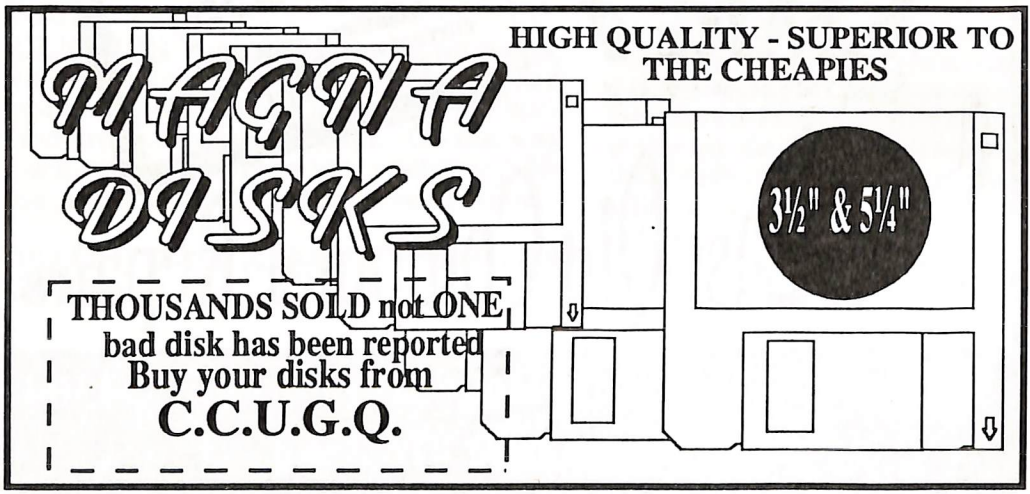
The WORLD's TOP10 mods!

Welcome to the charts of the month **OCTOBER** 1993.

pos	last month	number of months in the charts	percent of all votes	filesize (bytes)
1)	(1) 1989 - a number	4	14.55%	178,776
2)	(3) Enigma	6	11.69%	187,012
3)	(4) Space Debris	1	10.13%	347,582
4)	(5) Das Boot	1	10.13%	351,546
5)	(2) Ethnomagic	2	8.83%	414,864
6)	(0) Power of American N.	new	8.05%	580,062
7)	(9) No Limit	4	7.79%	268,222
8)	(7) I feel much better	6	7.53%	346,174
9)	(10) Boom! And she cums	1	6.49%	284,004
10)	(8) Exterminate	3	5.45%	329,648

The newcomers:

a) All that she wants	(a-t-s-w.mod)	359,182 bytes
b) I wanna c u dance	(iwannacu.mod)	201,908 bytes
c) Guitar Slinger	(gslinger.mod)	406,354 bytes



Kingfisher

A review by
Terry Nunn

I've recently been investigating a new utility program for AMIGA users. KINGFISHER is a potential replacement for the well-known database program, AQUARIUM. It's had good reviews in the May '93 issue of AMIGA SHOPPER and in the September '93 issue of Australian Commodore & Amiga Review. I've jotted down some of my thoughts after using KINGFISHER for a short time. This was also going to be a rather complimentary review, but after some of my recent efforts I'm not so certain.

But first, some background information.

I've always thought that one of the biggest selling points for membership in a computer user group, such as ours, is access to a library of public domain, or P.D. disks. Our software librarian has over a thousand disks of information and programs for the AMIGA. These disks are regularly compiled and distributed by a number of people and organizations worldwide.

P.D. disks are collections of utility programs, simple games and demonstrations, text information and more. They've been put together by AMIGA users and targetted at groups such as ours to be distributed to members at minimal cost. One of the most prolific suppliers of AMIGA P.D. disks has been an American by the name of Fred Fish. We currently have over 800 disks in his regularly updated FISH library. Each of these disks contains a short text file called CONTENTS which gives a brief description of the programs on the disk. Till recently, if you wanted to look for a specific type of program in this FISH library, you could search through a database of these CONTENTS files called AQUARIUM. Unfortunately, the only copies that I've had access to in our P.D. library were never updated too well.

A similar database, called KINGFISHER, has recently been released in the public domain. This database program and CONTENTS files for 800 FISH disks have been squeezed onto FISH 808 as an archive file. The author has recently updated this on FISH 861, which lists CONTENTS files for 850 disks. Both FISH disks come with a comprehensive .DOC file and an Installation Script to unpack a large LHA archive to a couple of floppy disks or your hard drive. Just point and click on the appropriate icons and follow the onscreen commands. The use of two disk drives, or a hard drive, is recommended for this operation, though you may be able to get by with one disk drive and a lot of disk shuffling.

I'm using the version of KINGFISHER on FISH 808. My current system consists of an old AMIGA 500 with 1 meg of RAM, two disk drives and WorkBench 2. Three blank disks are needed before you start unpacking the program and it's database. One disk will be a copy of your WorkBench to which you'll add a special CONFIG file from FISH 808. You'll use this disk in conjunction with KINGFISHER. It'll contain information about the database and can be updated while you're running or when you quit the program. The other two disks will eventually

contain CONTENTS files for the first 800 FISH disks and can apparently be updated by the user for up to 1100 of these files. Many features are described in the .DOC file and KINGFISHER has now become my preferred database for FISH disks. The author has tried to make it fairly easy for the user to add the CONTENTS files of subsequent FISH disks and regularly update the database. After a little trial and error, I've updated my KINGFISHER database from FISH 800 to FISH 850. I'd recommend regular use of the "Save Settings" command, from the Fish menu, if you're modifying the database. After getting used to the new controls, the SEARCH facility is appreciated. It apparently scans through all, or part, of the database, looking for specified words, up to three times faster than AQUARIUM. You have the choice of a slow, precise search or a faster, less detailed one. If you prefer, you can step through the database a disk at a time or a file at a time. To see if there's a previous or later version of a particular file, just select the appropriate Version button. You can even leave "bookmarks" scattered throughout the database if you've found different files of interest during your search.

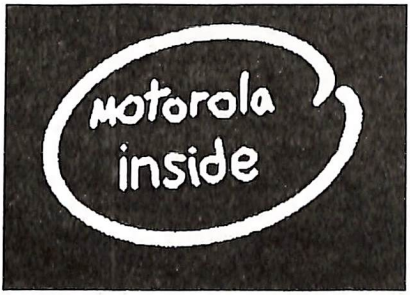
Now for the down side . . .

After FISH 850, I got requesters telling me the disk was full whenever I tried adding a new CONTENTS file. However, when I checked the free space left, the disk clearly wasn't full ! So I investigated the later version of KINGFISHER on FISH disk 861. Besides having an updated database, I hoped any bugs that I'd encountered had been cured. As with FISH 808, this version of KINGFISHER is archived and includes installation scripts supplied by Fred Fish. But alas, after spending a great deal of time, I couldn't even unpack the new version to see if it worked ! Being a little uncertain if there'd been obvious errors on my part, I checked with a more knowledgeable friend who's also been looking at the program. His only comment was "Yeah, I know. Fred Fish has had at least three goes at writing an installation script to unpack different versions of the program and hasn't got it right yet !"

This is a program of which an A.C.A.R. reviewer recently said "... I use all the time." and "... every home should have it." Admittedly the program does show a lot of promise if the obvious bugs that I've noticed can be ironed out. But are the glowing reviews warranted at this stage ? Have the reviewers actually "test-driven" the program as well as they'd like us to think or have they had access to the latest unarchived version? I'm aware of its constraints but have found the program quite useful for my limited needs. Check it out for yourself and keep an eye out for more recent developments. It may be worth your while !

Terry Munn

[A recent version of this program can be found on the CCUGQ BBS - Ed]



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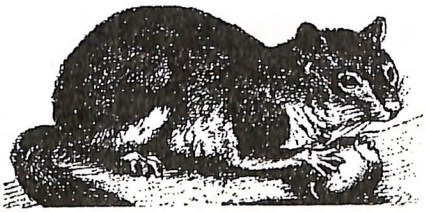

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8-BIT REPORT

We all felt very comfortable at our new venue at St. Laurence's College, made all the more enjoyable by being able to drive right up to the door of the classroom situated on the second coutyard above ground level. To those attending in the future, turn left immediately on coming through the gates at 82 Stephens Rd., South Brisbane, and proceed up to the second parking area to classroom #11 (my car is a canary yellow Celica and will usually be parked right ouside).

We had two lecturers, Cherie Parkin and Phil Parkin.

Cherie told us all about the use of keyboard macros when using The Write Stuff. Once again Cherie had done her homework thoroughly and covered her subject with her usual confidence and elan; we are lucky to have such a brave person as Cherie to face up to a critical audience such as ours and stagger us with her knowledge. It would be very wonderful if others could overcome their shrinking embarrassment and deliver us a comparable lecture; let us have some more Cherie- we all love you (in the JC sense, of course!).

Our second lecture was by Phil. who spoke about Basic 8. We were all totally absorbed and fascinated by the uses of this versatile program. It matched and in some cases exceeded the capabilities of other graphics programs such as Geopaint, Koala paint &c. Phil drew us circles and ovals and squares and lines and text, filling them with colour and grids whilst we watched totally absorbed. I, for one, resolved to try out the program at my earliest opportunity; I am sure others felt the same. A word of warning--you will need a 128 with some sort of expansion such as an REU or a 64K chip.

We were very gratified and warmed by several visitors from the Amiga group. In 'Commodor Network' I described the CCUG(Q) as being a very friendly club. These visitors will serve to support my view. Thanks for coming and I hope there will be more visitors in the future. After all, 99% of us started with the 64 and still have one tucked away. I suspect our visitors were just as impressed with Phil's lecture as we were.

Our lecturer in November will be Don Friswell who will talk about the capabilities of the Paperclip Word Processor.

Douglas Maclurkin

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$7.00 per Box for 5 Boxes
$6.50 per Box for 10 Boxes
($5.00 p&p on all).

BOOKLETS

Public Domain Instruction Book(C64): $5.00 ($2.00 p&p)
Starting with Disk Drives (Paul Blair):$2.00 ($1.00 p&p)
Graphics and Sound on the C64 (G. Perry): $5.00 ($2.00p&p)

Userware Wordprocessor

THE WRITE STUFF 64
(word processor), with Manual: $18.00.

V2. BB SPELLER 64
(supplementsTWS64) $12.00.

BB Talker
(Write Stuff with speech synthesizer) $12.00.

THE WRITE STUFF 128
(word processor) with Manual: $30.00.

V2 BB Speller 128
(supplements TWS128) : $12.00.
($3.00 p&p).

Please submit articles for Cursor on disk or upload to the BBS. Disks can be in Amiga or MS-DOS 720k format.

RICHARD CARDE
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All articles are considered of interest and will be published, subject to committee verification.

An encounter with IMAGING TECHNOLOGY

by Douglas Maclurkin

I had occasion to visit these people and was very impressed with the trouble they took to solve my problem in finding the correct ribbon cartridge for an MPS 1200 printer. They accompanied their search with a maximum of care and consideration; at no time was I made to feel that my need was too much trouble or too small to warrant their attention.

At one stage I was being attended by no less than 4 people ranging from Viv (a salesman technician), Lorraine (secretary), Michael (from the workshop) and another short but very knowledgeable man whose name I did not obtain.

They treated me like a king. I would recommend them to all members requiring any help with their printer ribbons or cartridges. Their advertisement appears in 'Cursor'; look for a big '80' sign in Webster Road.

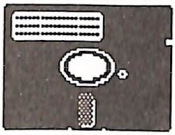
RITEMAN C+ - Those of you who have this printer will be interested to know that if you take your old ribbon with the black plastic end pieces into Michael he will fit a new continuous (not joined) ribbon for you. These ribbons are a continuous loop which will eliminate that annoying smudge when the join comes under the pins. Michael will even replace the round sponge which has a habit of going hard.

I gave Michael several of my old ribbons; when restored they will be made available in our shop.

Douglas Maclurkin

AMIGA PD

17-bit Disks



17-Bit Disk #2003A
PARADISE OPTIMUS MAXIMUS (DEMO)
Another 2 disk demo, again this one is of a very high standard, one for the collectors.

17-Bit Disk #2003B
PARADISE OPTIMUS MAXIMUS (DEMO)
Another 2 disk demo, again this one is of a very high standard, one for the collectors.

17-Bit Disk #2004
INTENSE RAVE VISION (MUSIC)
Wow heavy hardcore, get your basin head cuts out for this one, It will have chillin all through the night, Honest.

17-Bit Disk #2005
FATAL MISSION (GAME)
A nice PD game of the shoot em up variety, also there is a version of the Arcade classic Pong on the same disk.

17-Bit Disk #2006
BIORYTHMS (UTILITY)
At last a comprehensive Biorythms program on the Amiga, also on the disk are few other utils and games all written by the same author, an immensely enjoyable disk. Thanks to Richard Smedley for sending it to us.

17-Bit Disk #2007
SPEEDY WB (UTILITY)
Do you get fed up of loading WB up to check Fish Disks or for programs

that dont have WB onboard?, well look no further. This disk will create a very fast loading WB (About 1.5 seconds) on to another disk, just follow the onscreen prompts. you can also have a more comprehensive WB with Usefull utils as well. Bun factor 10.(You need 2 drives as well)

17-Bit Disk #2008
WAR (GAME)
Fantastic Strategy game from the Author of battle cars, contains the Kind of playabilty you only find on the best 8 Bit games, an essential purchase for PD gamers everywhere. Bun Factor 10.

17-Bit Disk #2009
NOVA + DOG (GAMES)
2 very similar Puzzle games, totally engrossing, and great fun.

17-Bit Disk #2010
P-COMPRESS (UTILITY)
A very good Utility lifted off some of the latest Fish disks.

17-Bit Disk #2011
AMIGA COLUMNS (GAME)
Very Good version of Columns, a bit like Tetris but you need more thought In placing the blocks due to the color factor.

17-Bit Disk #2012
TECHNO STUFF (MUSIC)
Music to dance the night away to!

17-Bit Disk #2013
KORG SAMPLES
Superb disks crammed full of home grown instruments and samples.

17-Bit Disk #2014
KORG SAMPLES
Superb disks crammed full of home grown instruments and samples.

17-Bit Disk #2015
KORG SAMPLES
Superb disks crammed full of home grown instruments and samples.

17-Bit Disk #2016
COLOR CLIPART
A varied selection of pictures all In color.

17-Bit Disk #2017
COLOR CLIPART
A varied selection of pictures all In color.

17-Bit Disk #2018
BITS + BATS 2 (THE BUN RETURNS)
Excellent compilation of PD from around the world, all put together by the legendary Mr Bun. Contents:- Fitness/Mostra/Shift + others.

17-Bit Disk #2020
WOTS IT'S NAME (GAME)
Great new quiz game written In Amos, should give you and your friends hours of fun.

17-Bit Disk #2021
TESSA + SIEVE (UTILITY)
A weird program that produces patterns of an Acidy nature. Who knows this could be the answer to all your stress problems, view these for 10 minutes and you'll think your an ageing Hippy reliving Woodstock!!!, Written by R Kelly.

17-Bit Disk #2022
AMOS CRICKET (GAME)
Fairly good version of cricket, and If I'm not mistaken the very first version on PD.

17-Bit Disk #2023
WORD POWER (UTILITY)
Superb Disk crammed with all things Wordy?, Anagram solvers ETC, from

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17-Bit Disk #2024A
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All your favourite Commodore 64 game music Classics played back on the realistic SID music player, From Armalyte TO Zoids there all here, Plus a special tribute to the best 64 music programmers of all time. Superb to say the least. Bun Factor 10!

17-Bit Disk #2024B
A TO Z OF 64 TUNES (2/4)
All your favourite Commodore 64 game music Classics played back on the realistic SID music player, From Armalyte TO Zoids there all here, Plus a special tribute to the best 64 music programmers of all time. Superb to say the least. Bun Factor 10!

17-Bit Disk #2024C
A TO Z OF 64 TUNES (3/4)
All your favourite Commodore 64 game music Classics played back on the realistic SID music player, From Armalyte TO Zoids there all here, Plus a special tribute to the best 64 music programmers of all time. Superb to say the least. Bun Factor 10!

17-Bit Disk #2024D
A TO Z OF 64 TUNES (4/4)
All your favourite Commodore 64 game music Classics played back on the realistic SID music player, From Armalyte TO Zoids there all here, Plus a special tribute to the best 64 music programmers of all time. Superb to say the least. Bun Factor 10!

17-Bit Disk #2025
FORMULA 1 DEMO (GAME)
This is a Demo version of the very popular game on Deja-Vu.

17-Bit Disk #2026
POWERBASE (UTILITY)
Another demo of a popular Deja-Vu title, It works but obviously some have the features have been removed.

17-Bit Disk #2027
SWEET REVENGE (ANIM)
Coyotee IS back in another well executed 2 meg anim, very polished and very funny.

17-Bit Disk #2028
WILLYS CASTLE OF DREAMS (GAME)
One of the best games disks around, features a great puzzle game called Satu, a superb Defender clone called Invaders, and of course Willys Castle Of Dreams, and to top It all off they all work on an Amiga +! Brilliant Stuff.

17-Bit Disk #2031
TRAILBLAIZER (GAME)
This is just one of the games on this disk which is entitled Classics 2. The game is brilliant and is a perfect example of superb PD.

17-Bit Disk #2032
MAGNUM 1.0 (UTILITY)
Ever wanted to create your own disk mag? then this is the program for you. Very easy to use, comes with docs and a pretend mag already created, very much a grapevine feel to the whole thing, but obviously not as polished. All in all a very different PD product, If you are looking for something a bit different then why not give it a try.

17-Bit Disk #2033
PLUS ISSUE 12 (UTILS/GAMES)
Another instalment of games and utils for your new Amiga, Calendar, plasma, Wb gauge, to mention a few.

17-Bit Disk #2036A
HALF BRAIN (1/2)

A mega demo with a difference, you get bit of quiz at the end!

17-Bit Disk #2036B
HALF BRAIN (2/2
A mega demo with a difference, you get bit of quiz at the end!

17-Bit Disk #2037
LSD TECHNO WARRIOR (MUSIC)
The very best Techno disk around, 24 minutes of non stop hardcore from LSD, one that has to beaten.

17-Bit Disk #2038
ALL TIME INTRO'S COMP (DEMO)
Wow a new Intro's comp in the library, these for me got very boring about 1 year ago, this one however is an exception, very nice indeed.

17-Bit Disk #2039
MUMBO JUMBO (MUSIC)
Great little disk full of original tunes, lots going off on screen and very original.

17-Bit Disk #2040
BAHRAIN IN THE PAST (SLIDESHOW)
A disk from one of our foreign members that should appeal to people from said place..

17-Bit Disk #2042
PROTRACKER 2.2 (UTILITY)
The legendary music sequencer Is now fully plus compatible, also on the disk is a great WB2 only PC emulator and the latest version of DirWork. The file handler from Chris Haymes.

17-Bit Disk #2043A
GRAPEVINE 10 (1/3)
What can be said about this disk mag that already hasn't been said, this issue is a bumper 3 disk ride into oblivion. The best disk mag in the world, packed with articles and reviews from all walks of the Amiga field.

17-Bit Disk #2043B
GRAPEVINE 10 (2/3)
What can be said about this disk mag that already hasn't been said, this issue is a bumper 3 disk ride into oblivion. The best disk mag in the world, packed with articles and reviews from all walks of the Amiga field.

17-Bit Disk #2043C
GRAPEVINE 10 (3/3)
What can be said about this disk mag that already hasn't been said, this issue is a bumper 3 disk ride into oblivion. The best disk mag in the world, packed with articles and reviews from all walks of the Amiga field.

17-Bit Disk #2044
SATURN FLY BY ANIMATION (ANIM)
A 1 meg animation of a probe flying past Saturn, not much more I can say about it really.

17-Bit Disk #2048
CRICKET GAME (GAME)
A superb PD cricket game that is feature packed with options, may I remind you that this is not the full version. That is a available from the author for a small fee. But none the less it is still very playable

17-Bit Disk #2050
ORDER V1.7 (UTILITY)
A great home grown data base, easy to use with great results very fast!

17-Bit Disk #2051
BALDY (GAME)
Try to polish that bald head before the timer runs out!. No only kidding this is a very arcade style game with stacks of playability.

17-Bit Disk #2052
C JEREMY MUSIC 2 (MUSIC)
A collection of about 7 tunes all composed on med by C Jeremy, check out his other disks if you are impressed with this one.

17-Bit Disk #2055
APPLE CATCHER (GAME)
Nice little arcade style puzzle game written in Amos but still very good.

17-Bit Disk #2057
KEFRENS (DEMO)
From Kefrens inspiration has come, a nice demo from one of the best crews around

17-Bit Disk #2059
DIRMASTER (UTILITY)
All those people with a Plus or A600 cannot use Diskmaster 3.2 but this is a very good file handler that works fine on these new machines, this program IS a must for anybody wanting to faf around with CLI and files in general.

17-Bit Disk #2060
ESCAPE V2.2 (GAME)
A new version of the ever popular game, heavily featured in the computer press.

17-Bit Disk #2061
RPG ADVENTURE CREATOR (GAME)
All you Goblin and Yorik boys can now make each other games with thisgreat disk, perfect for passing the time until Eye Of The Beholder 3 comes out. Comes with comprehensive instructions on disk.

17-Bit Disk #2063
HARPSICHORD MUSIC
Rob Baxter really delivers when it comes to classical conversions, this one is no exception. Beautifully programmed on sonix, sounds superb and it's a welcome change from all the normal music disks around. Well done Rob.

17-Bit Disk #2064
GOSPEL KARAOKE (DEMO/MUSIC)
From Complex comes one of the most original demo/music disks to date. I won't even begin to describe the disk, just buy it and enjoy.

17-Bit Disk #2065
IN THE KITCHEN (DEMO)
Anarchy return after a brief break with a corker of a demo. Smashing lovely super didn't they do well.

17-Bit Disk #2066A
SILENTS EXPOSE (DEMO)
A great 2 disk mega demo from Silents the people who teamed up with Crionics for Hardwired. A great 2 disk set to show off your machines capabilities.

17-Bit Disk #2066B
SILENTS EXPOSE (DEMO)
A great 2 disk mega demo from Silents the people who teamed up with Crionics for Hardwired. A great 2 disk set to show off your machines capabilities.

17-Bit Disk #2067
SOUNDTRACKER (UTILITY)
At last a version of the legendary music sequencer thats works on Plus and A600 machines. This Is the one they all use, most commercial game music Is written on this program despite public opinion that Med Or Protracker Is superior. Make your own mind up.

17-Bit Disk #2068
VIRUS KILLERS (UTILITY)
We all know that 1739 (Super Killers) is by far the best virus killer disk, but

this disk contains certain little killers you should'nt be without, lets say there's room for them both In your disk box.

17-Bit Disk #2070
GAS TURBINE (EDUCATIONAL)
A very basic animation of the gas turbine engine. Strictly for educational purposes only though. It ain't no Anti Lemming anim.

17-Bit Disk #2071
PETROL ENGINE (EDUCATIONAL)
Same as above but this time a petrol engine.

17-Bit Disk #2072
STEAM ENGINE (EDUCATIONAL)
Another in the functional anims see how a steam engine really works.

17-Bit Disk #2073
BRONX DEMO 2 (DEMO)
The second instalment from Bronx, a demo that betters the first one easily.

17-Bit Disk #2074
MR WOBBLY (GAME)
Platform action from Mr Wobbly, guide him through screen after screen of hot sticky playability.

17-Bit Disk #2075
OCTAMED 1.01
Another music sequencer this time with 8 channels rather than 4. Not bad but very tricky to use.

17-Bit Disk #2078
NESTER CARD GAME (GAME)
A superb card game that will have you engrossed for hours and hours

17-Bit Disk #2079
DOMINOES (GAME)
At last a version Dominoes that Is PD, the first one I've seen. Not bad if you can't wait for the working mens club to open and you are dying for a quick game.

17-Bit Disk #2080
GOTTA GO (ANIM)
A very nice D-Paint style anim, you need a minimum of 1 meg for this one.

17-Bit Disk #2081
INSTRUMENTS (MUSIC)
About 40 original samples for you to use with your favorite music program.

17-Bit Disk #2082
MORTGAGE CALC (UTILITY)
This is just one of the programs of this excellent utility disk.

17-Bit Disk #2083
PHONO BOMB (MUSIC)
A superb music disk well presented and bristling with originality.

17-Bit Disk #2084
HI-RES SLIDES (SLIDESHOW)
A collection of the very best artwork around all in dynamic hi-res.

17-Bit Disk #2086
PALACE LINUS
Very original anim/demo from Palace, very much in the mould of the Rolo type Black and White advertisements.

17-Bit Disk #2087
OLD BULLS (DEMO)
A new crew on the scene with a demo to match any of the old crews. Amazing!

17-Bit Disk #2088
MELLON (DEMO)
SOS from Melon takes their coding prowess to new heights, no self respecting demo collector should be without this one.

17-Bit Disk #2090
SOCCER CARDS (GAME)
A very original football game from the land of Oz, you play the game by a selection of playing cards. Sounds a bit daft but you soon get totally engrossed in the action.

17-Bit Disk #2091
MEGA CHEATS 2 (UTILITY)
Lots of hacks and cheats for all your favorite games that you just can't master.

17-Bit Disk #2093
B+W PICTURE CONVERTER (UTILITY)
Got any great pictures in black and white that need just a touch of colour. Then look no further than this great PD disk.

17-Bit Disk #2096A
VISTA SLIDES (SLIDESHOW)
Great pictures created with utility Vista, fractal a GO GO on these 2 mega disks.

17-Bit Disk #2096B
VISTA SLIDES (SLIDESHOW)
Great pictures created with utility Vista, fractal a GO GO on these 2 mega disks.

17-Bit Disk #2097
DR. MARIO(GAME)
Another version of Tetris, this time against germs.

17-Bit Disk #2099
HARDCORE (MUSIC)
Yet another in the long line of acid/drug taking music remixes. Blast your ear drums with great music disk.

17-Bit Disk #2100
TRAILBLAZER (GAME)
Another version of the old C64 game, guide the ball down increasingly harder courses in this brilliant PD games disk.

17-Bit Disk #2101
FRACSCAPE (UTILITY)
A program that will generate landscapes similar to Vista but obviously not as good. Written in Amos and well worth a look. If you are fractal biased.

17-Bit Disk #2102
ANALOG (DEMO)
Falling from Analog sets new standards for Amiga demos In general, a first rate piece of code and a must for all demo freaks.

17-Bit Disk #2103A
COLOR CRIME (DEMO)
Sadly not Plus compatible, another quality demo that really doesn't show us anything new but good anyway.

17-Bit Disk #2103B
COLOR CRIME (DEMO)
Sadly not Plus compatible, another quality demo that really doesn't show us anything new but good anyway.

17-Bit Disk #2105
GAMES GALORE 11 (GAME)
That man Henderson is back with another compilation of the best PD games around at the moment. He has recently moved upto a WB2 rom machine so we can safely say they are all + and A600 Compatible.

17-Bit Disk #2107
CASTLE NOMIS (GAME)
A Dungeon master clone written in Amos. Not bad but not terribly good,

but then it is PD.

17-Bit Disk #2110
TANK ATTACK (GAME)
Remember the old Atari 2600 classic, well It's been totally enhanced for this great PD version. Try to kill your opponent while watching your own back.

17-Bit Disk #2111
RESCUE (GAME)
A great mix of all game types brings rescue firmly to the forefront of PDgames.

17-Bit Disk #2112
BON APPETIT (UTILITY)
One for all you Chefs out there, a data base manager for all your favorite recipes. There are a few on the disk to start you off but the main aim of the disk is to allow you to create your very own.

17-Bit Disk #2113
CUSTOM ICONS (UTILITY)
Wow! over 100 custom icons on 1 disk, an icon for every occasion.

17-Bit Disk #2114A
ORACLE (UTILITY)
A weird program this, based around runestones and the like, could be loosely called a fortune teller. Provides hours of fun whichever way you look at it.

17-Bit Disk #2114B
ORACLE (UTILITY?)
A weird program this, based around runestones and the like, could be loosely called a fortune teller. Provides hours of fun whichever way you look at it.

17-Bit Disk #2115
NIB V2 (COPIER)
Nib is a very useful little copier, there is an A to Z of games which the programmer knows NIB can copy, in this case you just select the title of the game and NIB automatically configures to the copy routine suitable. If the game is not there, you just have try various ways for your self.

17-Bit Disk #2116
MAYHEM ON WHEELS 3 (ANIM)
After the success of the other 2 It's no surprise that number 3 found it's way onto my desk. More great car and bike spills and thrills, I think I should point out that all these anims are of accidents where nobody was hurt.

17-Bit Disk #2118
DREADLOCK 3 (DISK MAG)
Not quite upto Grapevine standards but still a damn good read anyway.

17-Bit Disk #2119
RAW ISSUE 3 (DISK MAG)
Raw just goes from strength to strength, a great disk mag. One of the best ways to get to know whats happening on the Amiga scene for the price of a blank disk.

17-Bit Disk #2120
DARK DEMON (DEMO)
Yet another demo, Trackmo, or whatever you want to call them. Very Nice
and as I've said before the perfect way to make those ST owning people go green with Envy!!!!!!

[The descriptions from more of these disks will be printed next month - Ed.]

AMIGA News

from the networks.

Reprinted by permission from the *StarShip* 5-MINUTE News on GEnie.

Babylon 5 Pilot wins Emmy by J. Michael Straczynski, August 27, 1993

We just received word the other day that Foundation Imaging, Ron's company, which did the CGI EFX for the Babylon 5 Pilot [*StarShip* News Note: using, among other things, the Amiga/Toaster combination], was notified today that they have received an Emmy Award from the Academy of Television Arts and Sciences. We are now an "Emmy Award Winning Show for Best Special Effects in a Television Movie."

The CGI special effects -- yes, the very ones Jeff Jarvis called "cheesy" in TV Guide, along with a few others -- just won an Emmy from the Academy of Television Arts and Sciences for Best Special Effects in a Television Movie.

It's practically *unheard of* for a pilot to win an Emmy in this category. Best of all, it's not a popularity contest award, it's a tough panel, examining everything. You can stuff ballots a bit by having lots of people working on the show in this category vote, but that doesn't work with a jury like this. It's given strictly on the merits.

We haven't even gone on the air yet with the regular series, and we've got an Emmy under our belt, thanks to the very hard work of some very dedicated and talented people -- and that ain't *nothing* compared to what's going to be in the series!

Commodore's President Resigns September 24, 1993

Confirming last week's *StarShip* 5-MINUTE News scoop on the then-rumored resignation of Commodore President Jim Dionne, Commodore Multimedia Applications Specialist Lauren Keffer confirmed to the *StarShip* News Network that Dionne did indeed announce his resignation at the Commodore Dealer Meeting held in conjunction with the World of Commodore Show in Pasadena, CA. earlier this month. The company made no official announcement of it at that time, nor have they done so as of this writing.

Keffer also stated that effective September 20, 1993, Jeff Stilley is the new General Manager of Commodore U.S., and Dionne's position as president will not be filled.

USRobotics Announces V.32Terbo 21.6 Upgrade For European Modem Owners

Which modems are upgradable?
All external COURIER modems with a modular design with the small footprint and a 57.6 DTE rate. For internal COURIER please call USRobotics Customer Support at:

Voice: +33 20 47 08 08
Fax: +33 20 05 32 40
BBS: +33 20 05 32 41

For other models, please contact:

USRobotics USA Customer Service at:
Voice: +1 708 982 5151
Fax: +1 708 982 0823
BBS: +1 708 982 5092

For PTT approved versions, upgrade will be offered (when applicable) as approvals are obtained in those countries.

When
Orders will be taken starting on September 20th. First upgrade will be shipped as from mid October

What it will cost
Non EEC: 199$ (taxes excl)
EEC: 1400FF (taxes incl)

Shipping by express service, add :
Non EEC: 15$
EEC: 90FF

If you wish to have the upgrade done in our labs, add :
Non EEC: 70$
EEC: 500FF

What are the new features
- V32Terbo (16.8K, 19.2K and 21.6K bps connect rates)
- 115.2K bauds DTE interface speed
- V.17 (14.4K bps) Fax
- EIA 592 Class 2.0 fax command set
- Adaptative answering (Fax/Data detection)
- Dial security
- V.25bis (Synchronous Autodial)
- HST Cellular

Also Includes
HST16.8K, V.32bis, V.32, V.23, V.42, V.42bis, EIA 578 Class1, ASL, 99$ Vfast upgrade coupon.

Warranty
2 Years on the board
CAUTION : Obvious damages due to improper insertion/removal will not be covered by warranty.

Order method
1) On USRobotics Euro Tech support BBS at +33 20 05 32 41 :
Download file call ORDERFRM.TXT, complete this orderform and Upload it USRobotics on the BBS in

- File area : Terbo Upgrade
- file format: <your lastname>.ODR

or fax it at +33 20 05 32 40.

2) By FAX (Ask for USR special order form).

IMPORTANT NOTE FOR SYSOP: If you have a modem that complies with this offer that you bought through the Sysop deal in the USA, we will need a copy of your original invoice.

Payment methods
Credit card : Visa, Eurocard, Mastercard, Carte Bleue
Bank check / Money Order
Eurocheque
Wire transfert

Villeneuve d'Ascq, September 20th, 1993
U.S. Robotics s.a.

Commodore AMIGA 500

Commodore AMIGA 2000

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